Approved For Release 2000/08/08 : CIA-RDP96-00789R001800380001-1

J 26 Mp 88

SECRET/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: 8816

SESSION NUMBER: 02

DATE OF SESSION: 22 Sep 88 DATE OF REPORT: 26 sep 88

START: 1007

END: 1100

METHODOLOGY: CRV

VIEWER IDENTIFIER: 011

- 1. (S/NF/SK) MISSION: Provide information concerning drug smuggling operation, especially rendevous location and time, and terminus for contraband materials.
- 2. (S/NF/SK) VIEWER TASKING: Stage IV continuation of previous session conducted using encrypted coordinates.
- (S/NF/SK) COMMENTS: No stated inclemencies. Excellent signal line contact. Provided information concerning involvement of an aircraft which may or may not be relevant. Emphasized fluidity of situation, as well as recurring nature.

HANDLE VIA SKEET CHANNELS ONLY

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4. EVALUATION (3)

CLASSIFIED BYH: DIA (DT) DECLASSIFY: DADR

4 EVALUATION:

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SESSION SUMMARY

SESSION: 22 SEP 88

VIEWER! 011 START! 1007 STOP! 1100

METHOD! CRV

FOCUSING ON THE LARGER STRUCTURE, THE IMPRESSION IS ONE OF A LARGE, OCEAN-GOING, FREIGTER-LIKE SHIP. THIS SHIP MOVES FROM ONE LARGE BODY OF WATER TO ANOTHER BY PASSING BETWEEN LAND. THIS PASSAGE COULD BE AN ISTHMUS CONNECTING. THE TWO BODIES OF WATER BY A RIVER OR CANAL. THIS SHIP IS OLD, RUSTY, AND BATTERED-LOOKING. THE PAINT IS CHIPPED AND PEELING AND THE VESSEL ITGELF HARDLY LOOKS SEAWORTHY.

THE FREIGHTER APPEARS TO BE LYING "DEAD IN-THE-WATER" AT SOME PRE-ARRANGED LOCATION, JUST BEYOND THE INTERNATIONAL LIMIT OF A COASTLINE. THE SMALLER BOAT ARRIVES ON THE SCENE AND JUST SITS AROUND OR ENGAGES IN SOME SORT OF ACTIVITY THAT WOULD NOT DRAW ANY UNDUE ATTENTION TO ITSELF. BOTH SHIPS NOW WAIT FOR THE ARRIVAL OF AN AMPHIBIOUS-TYPE AIRCRAFT. THEY DO NOT KNOW WHEN IT WILL ARRIVE, SO THEY MUST WAIT.

WHEN THE AIRCRAFT DOES ARRIVE, IT OVER FLIES THE AREA TO MAKE SURE EVERYTHING IS CLEAR. IF THE AREA DOES NOT LOOK SECURE, THE AIRCRAFT KEEPS GOING AND NO ATTEMPT AT CONTACT IS MADE. IF THE AREA IS SECURE THE AIRCRAFT CIRCLES BACK AND INITIATES CONTACT WITH THE SHIPS, USING A SPECIAL RADIO WITH A LIMITED RANGE; LIKE A CB RADIO. UPON AGREEMENT OF ALL THREE PARTIES THAT THE COAST IS CLEAR, THE AIRCRAFT LANDS AND TAXIS TOWARD THE "MOTHER" SHIP. AT THE SAME TIME, THE SMALLER BOAT RACES TO THE MOTHER SHIP, PICKS UP THE CARGO AND TRANSFERS IT TO THE AIRCRAFT. THIS ALL THRES PLACE IN A RATHER SHORT PERIOD OF TIME. THE AIRCRAFT THEN THESS-OFF AND CONTINUES ON TO ITS PLANNED DESTINATION WITH LITTLE, OR NO DEVIATION APPARENT TO ITS FLIGHT PLAN. THE LARGE SHIP CONTINUES ON TO ITS PORT OF CALL, WHERE IT UNLOADS ITS LEGITIMATE CARGO. THE SMALLER BOAT HEADS BACK TO BASE, IN A ROUND ABOUT WAY, ACTING SOMEWHAT OF A DECOY,

AM GETTING THE IMPRESSION THAT THIS ACTIVITY IS PAST, NEAR PRESENT, AND WILL LIKELY OCCUR AGAIN IN THE FUTURE. HOWEVER, THE EVENT ITSELF IS NOT EASILY PREDICTABLE. THE ONLY PARTICIPANT WHO HAS ANY FORE KNOWLEDGE OF THE EVENT IS THE MOTHER SHIP, AND QUITE OFTEN THE SHIP WILL ARRIVE AT THE PREDETERMINED LOCATION AND NOTHING HAPPENS. THE OTHER TWO PARTIES INVOLVED ARE NOT MADE AWARE OF THE EVENT UNTIL THE VERY LAST MOMENT, AS IF TO AVOID ANY POSSIBLE DISCLOSURE.

LOCATIONS, SCENARIOS, PERSONNEL, VESSELS AND VEHICLES CAN CHANGE AT ANY TIME.

S-2 arrow, curring around

S-2 arrow, curring around

S-2 Through, curring around

Soft/seni-hard

Squid

Squid

Squid

Sliguisfuotes/land

12-LARGER STRICTURE - a large ocean-going vessel, very dirty, decrepate in appearance - heroly looks seaworthy, rusty, point peeling and chippers. freighter-like, container shipsike.

42-tand/water interface - have two large bodies of water, separated by a piece of land - the ship goes from one body of water to the other by going through the land. It. AM-like an isthmus, a canal, or a piver.

A/s 2.

FREIGHTER-LIKE

DECEPTION

12 - vessel is offshore, beyond territorial limit, waiting for something, veiled in secrecy can't determine if something is to be pick-up, or dropped

SG1A

AUC Break

42- get the impression that the whole scenario is something

like the old shell game. The large freighter-like ship is the "mother" ressel. It delivers and for receives something of importance in a shroud of secrecy. There appear to be at least two other vehicles involved. One is a smaller ship and the other is some sert of aircraft. The aircraft seems to be of an amphibious nature. It can land on water or land. The aircraft can deliver pick up the cargo, or the smaller vessel can. One, or the other sums to be acting as a decay. They may even change roles.

4'r - getting impressions the smaller vessel is more after the decing, because of its vilnerability at the time of rendezoous all three vehicles are in contact with each other, both by line of sight and radio. Impression more of CB type radio than high-power radio.

Feeling that this activity is past, present, future. It has been done before and perceive that it is very possible to occur again. However, it (the event) seems to occur more randomly than on any kind schedule.

Tike the mother vessel has some kind of schedule, but the other participants are not aware of any actions or schedule until the very last moment. as if to avoid any disclosure of activities previous to event. - getting various ways of doing this aperation ~ liketh location, or scenario, or personnel/vessels/vehicles change frequently (can change)

1100

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AOL